U++ - Issues

#	Tracker	Status	Priority	Subject	Assignee	Updated	Category	Author
1052	Bug	New	Normal	RichEdit::Print() fails when RichEdit is Floating()	Miroslav Fidler	05/05/2015 10:16 AM	RichEdit	Iñaki Zabala
1302	Feature	Patch ready	Normal	RichEdit could support nonprintable characters concept	Miroslav Fidler	10/21/2020 11:34 PM	RichEdit	Zbigniew Rebacz
1435	Bug	New	Normal	Double click on world shouldn't mark space after world		10/21/2020 11:34 PM	RichEdit	Zbigniew Rebacz